

CavalierTM Mounts

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

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Cavalier Mounts™



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Introduction

Two questions popped into my head a little while ago: why are human cavaliers limited to horses and camels in a fantasy game and why do dwarven cavaliers ride horses at all? I mean, I don't remember reading about the Fellowship passing the ruins of the dwarven horse stables in the remains of the underground city. I do not think a horse would be really happy being in the total darkness of underground to begin with.

To me at least, it seems natural that a dwarf should ride a creature more suited to the underground, like a beetle or a salamander with darkvision. And for the rest of the *Pathfinder Core Rulebook* races, why shouldn't they too ride something more exotic and/or appropriate to their race.

This short PDF is our first answer to those questions. We hope to provide you with something fun and interesting for your character.

A quick note on game flavor: while the *Pathfinder Roleplaying Game Advanced Player's Guide* says that the cavalier gets an animal companion, these should not be available for a druid or ranger for one reason: These are city-bred domesticated animals. While a druid has a non-domesticated version of these already available to it, these are bred and trained from birth to be riding creatures for a knightly order. As such, a druid or a ranger would not find these creatures ideally suited for their lifestyles. If your Game Master says otherwise, however, you can still choose from these options for your animal companion.

Ant, Riding

Starting Statistics: **Size** Medium; **Speed** 40 ft., climb 30 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** Str 14, Dex 10, Con 17, Int —, Wis 10, Cha 6; **Special Qualities** low-light vision, scent; **CMD** trip +8.

4th-Level Advancement: **Ability Scores** Str +2, Int +2; **Special Qualities** combat trained (see the Handle Animal skill).

Cave Salamander

Starting Statistics: **Size** Large; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 16, Dex 11, Con 17, Int 1, Wis 13, Cha 5; **Special Qualities** darkvision 60 ft., scent.

4th-Level Advancement: **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill).

Darkling Beetle, Giant

Starting Statistics: **Size** Large; **Speed** 30 ft., burrow 30 ft.; **AC** +5 natural armor; **Attack** bite (1d4); **Ability Scores** Str 14, Dex 13, Con 17, Int —, Wis 12, Cha 2; **Special Qualities** darkvision 60 ft., scent. **CMD** overrun, trip +12.

4th-Level Advancement: **Ability Scores** Int +2; **Special Qualities** combat trained (see the Handle Animal skill).

Elk

Starting Statistics: **Size** Large; **Speed** 50 ft.; **AC** +3 natural armor; **Attack** gore (1d4), 2 hooves* (1d6); **Ability Scores** Str 14, Dex 15, Con 14, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent. *This is a secondary natural attack, see Chapter 8 of the *Pathfinder Roleplaying Game Core Rulebook* for more information on how secondary attacks work.

4th-Level Advancement: **Ability Scores** Dex +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill).

Eagle, Riding

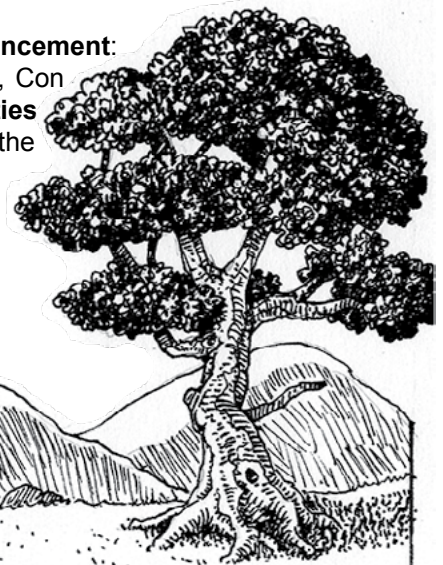
Starting Statistics: **Size** Large; **Speed** 10 ft., fly 80 ft. (average); **AC** +0 natural armor; **Attack** bite (1d6), 2 talons (1d4); **Ability Scores** Str 14, Dex 13, Con 12, Int 2, Wis 12, Cha 8; **Special Qualities** low-light vision.

4th-Level Advancement: **Ability Scores** Str +2; **Special Qualities** combat trained (see the Handle Animal skill).

Gila Monster, Giant

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +4 natural armor; **Attack** bite (1d3 plus poison); **Ability Scores** Str 16, Dex 8, Con 17, Int 1, Wis 15, Cha 6; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1d2 Con damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision 60 ft., scent.

4th-Level Advancement: **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill).



Hawk, Riding

Starting Statistics: Size Medium; Speed 10 ft., fly 60 ft. (average); AC +1 natural armor; **Attack** bite (1d6), 2 talons (1d4); **Ability Scores** Str 12, Dex 13, Con 14, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision.

4th-Level Advancement: **Ability Scores** Dex +2; **Special Qualities** combat trained (see the Handle Animal skill).

Ostrich

Starting Statistics: Size Large; Speed 50 ft.; AC +0 natural armor; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 18, Con 13, Int 1, Wis 12, Cha 4; **Bonus Feat** Run; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Ability Scores** Str +2 Con +2; **Special Qualities** combat trained (see the Handle Animal skill).

Spider, Riding

Starting Statistics: Size Large; Speed 40 ft., climb 40 ft.; AC +2 natural armor; **Attack** bite (1d6 plus poison); **Ability Scores** Str 10, Dex 15, Con 13, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1 Str damage, *cure* 1 save, Con-based DC); **Special Qualities**

darkvision 30 ft, tremorsense 30 ft.; **CMD** overrun, trip +12.

4th-Level Advancement: **Ability Scores** Str +2, Int +2; **Special Qualities** combat trained (see the Handle Animal skill).

Tumble Pig

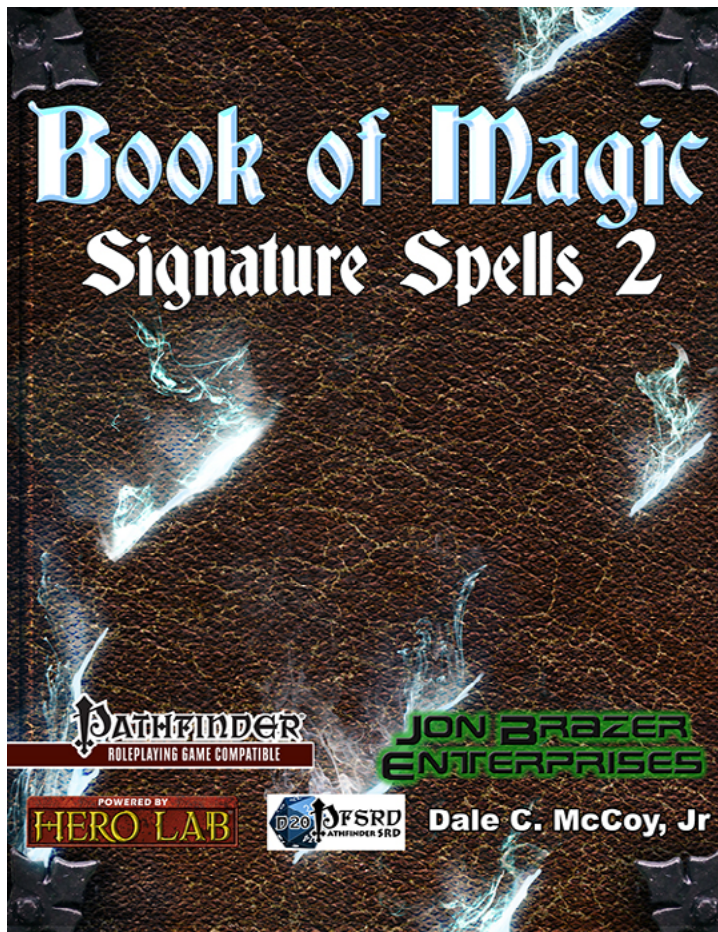
Starting Statistics: Size Medium; Speed 40 ft.; AC +1 natural armor; **Attack** bite (1d3); **Ability Scores** Str 12, Dex 15, Con 17, Int 2, Wis 10, Cha 8; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Attack** bite (1d4); **Ability Scores** Str +2; **Special Qualities** combat trained (see the Handle Animal skill).

Wolfhound

Starting Statistics: Size Large; Speed 40 ft.; AC +3 natural armor; **Attack** bite (1d6); **Ability Scores** Str 17, Dex 12, Con 15, Int 2, Wis 12, Cha 8; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Ability Scores** Str +2, Dex +2; **Special Qualities** combat trained (see the Handle Animal skill).



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